

Digital Front Door

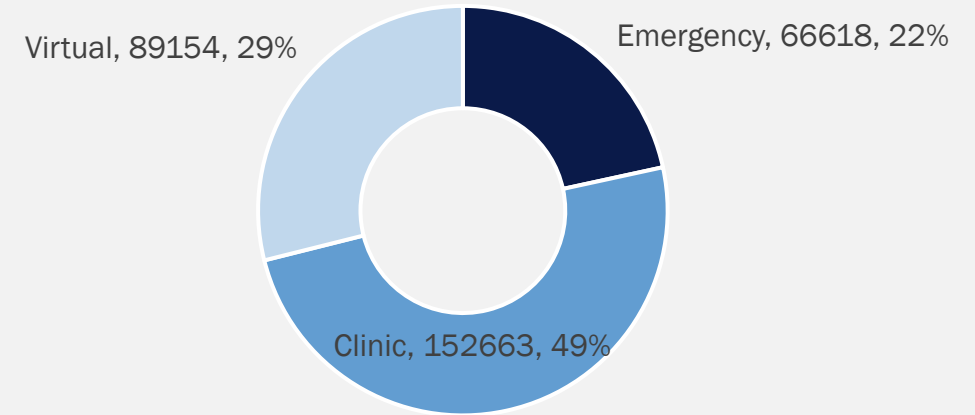
A seamless patient care experience

SickKids: the Business

Operations



Patient Visits



- Patients and clinical staff will be the central user base of digital innovations at SickKids
- Integrate the needs for education and research add value to long-term impact of digital solutions
- Virtual care services are being leveraged and have potential for great cost savings and new customer acquisition

SickKids Current Digital Solutions

Strengths

- Accelerated digital adoption since COVID-19
- A team of highly trained and specialized pediatric experts
- A culture of innovation, constantly striving to find better ways to care for children

Weaknesses

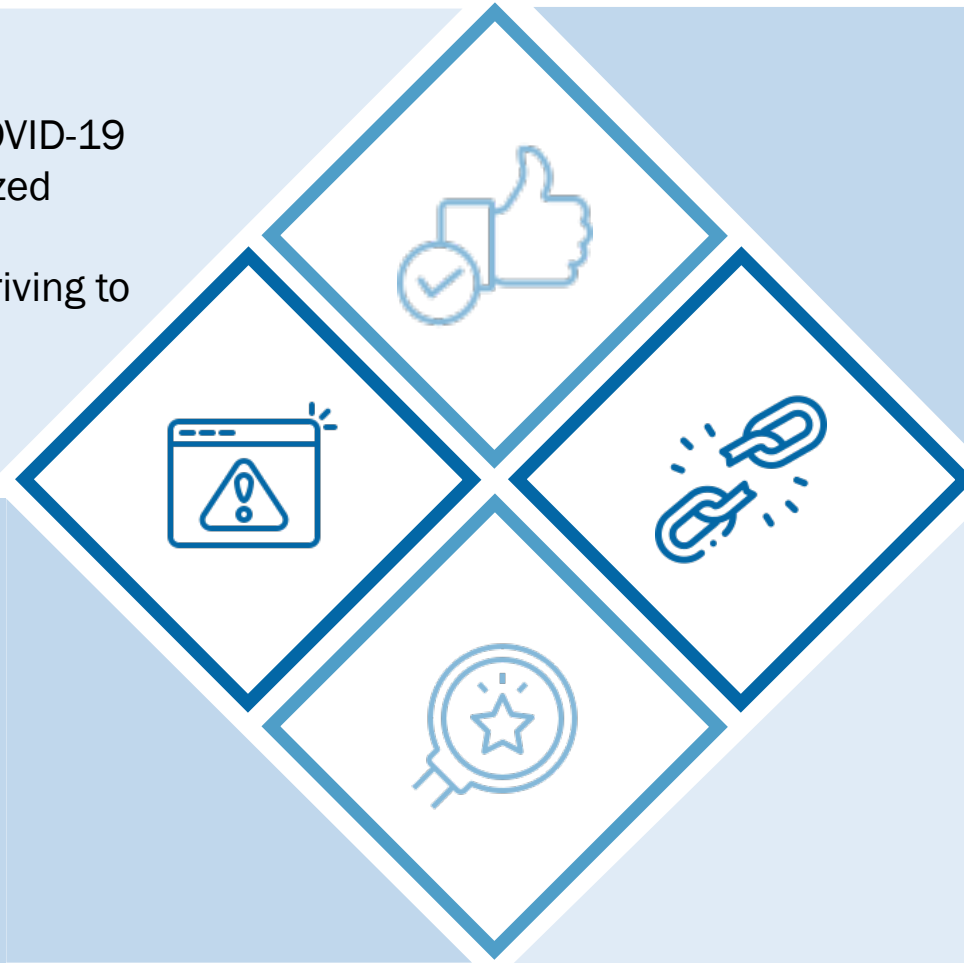
- Point solutions that lacks systematic integration and data sharing
- High user costs discouraging system usage

Threats

- Cybersecurity and data privacy
- Funding challenges

Opportunities

- Integrated medical resources can improve efficiency and provide more services
- A user-friendly platform can reduce learning costs and increase user satisfaction



Business Problem

Key Issues



Fragmented User Experience

Current digital innovations are point solutions that work in silos, causing disruption to the digital experience and burdening administrative support



Low Utilization

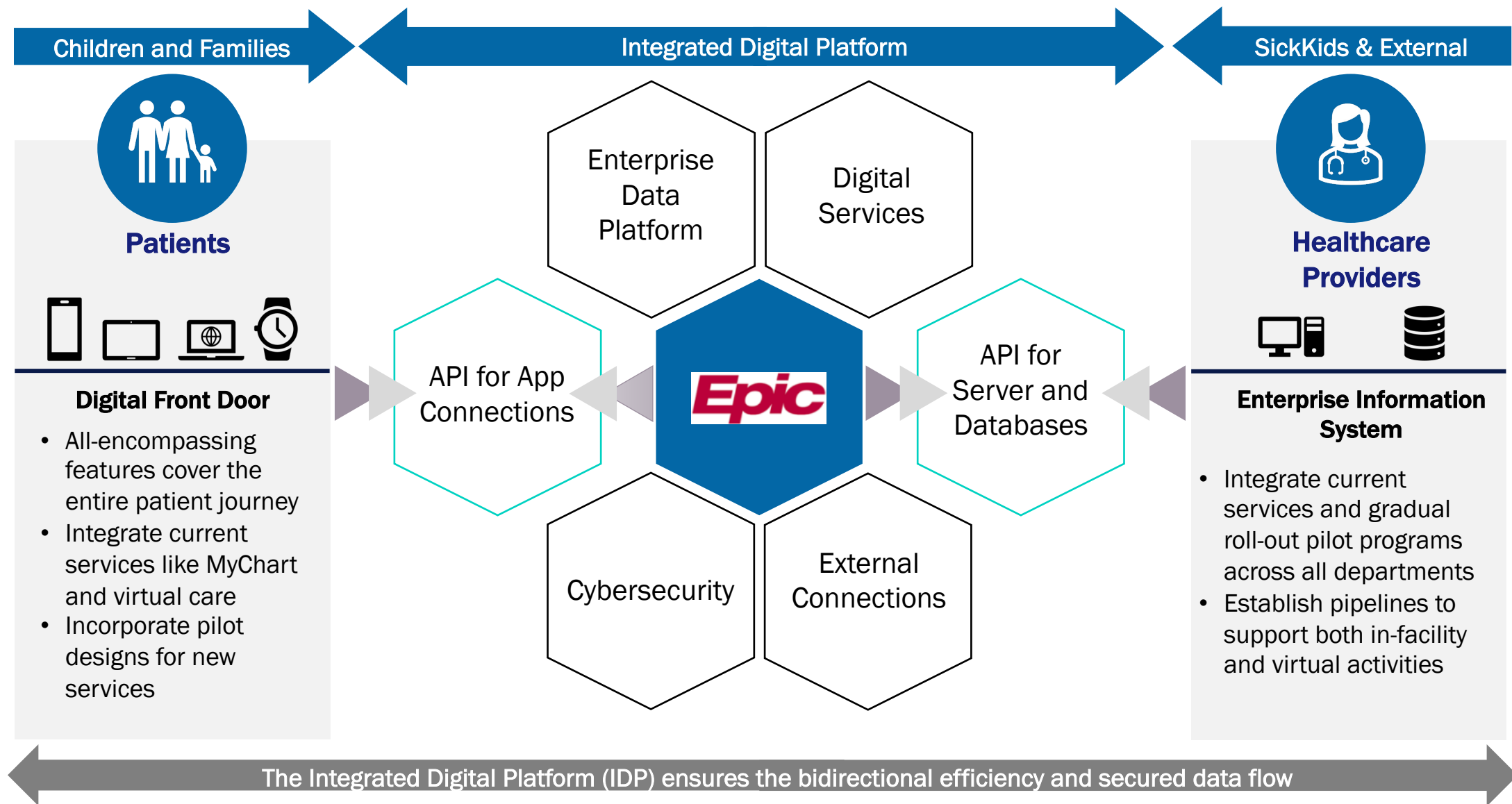
Adoption rate of the digital solutions by patients and caregivers are low due to inconvenient designs that multiply the process of sign-in and data entry and cumbersome process to collect user consent



Inefficient Data Collaboration

The need for data collection is increasing, but the effort to create an integrated data environment is still on-going

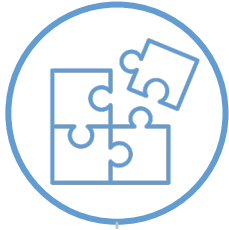
Design Proposal - Integrated Network



Implementation Blueprint

Feature additive approach in a multi-phase setting

Phase I: Integration



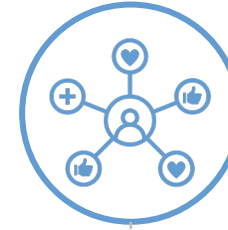
- Integrate point solutions into a centralized platform based on Epic and other current ancillary services with pathways connected to mobile Apps and enterprise systems.
- Another design focus should be surrounding on inclusion including language translation, user tutorial, color blind palette etc.

Phase II: Augmentation



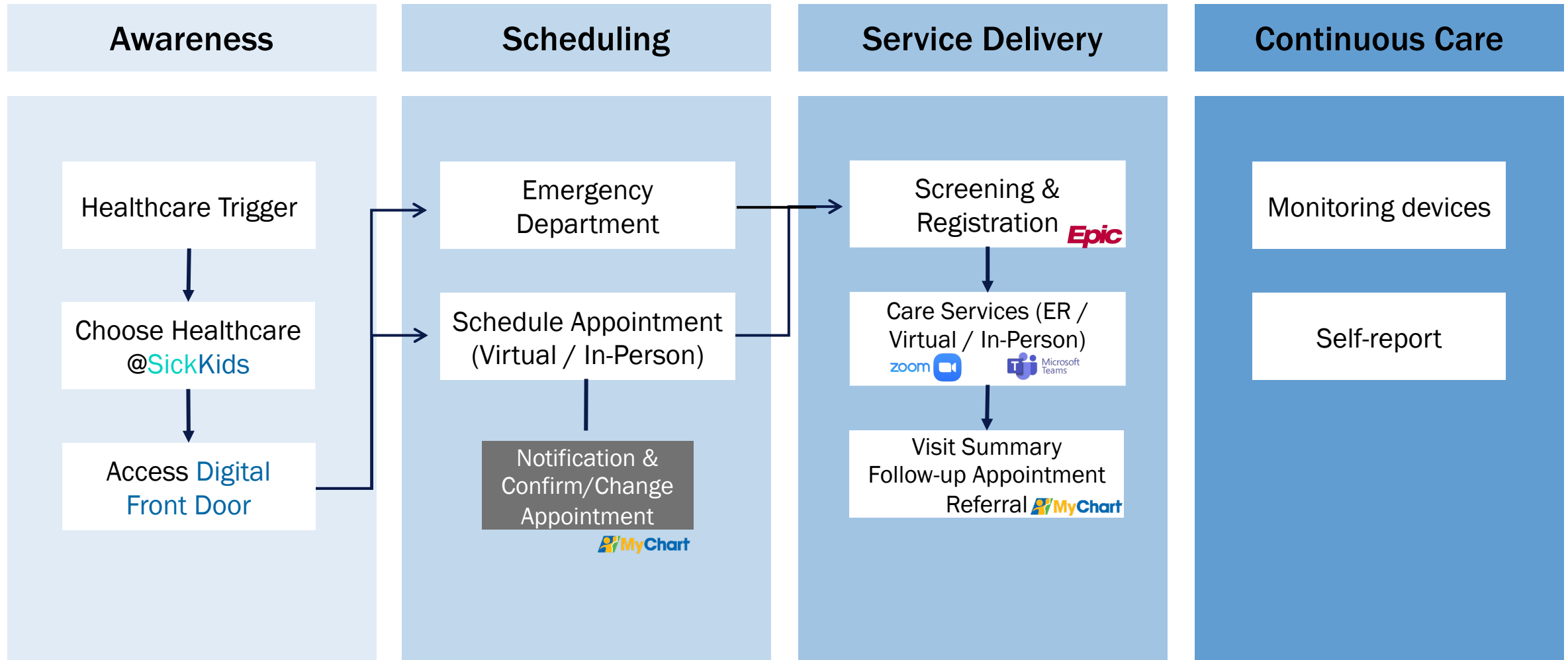
- Focus on elevating user experience by augmenting functionalities and increase available services within the network such as WayFinding, official rollout of PROMs, and integrated Beacon function.

Phase III: Exploration

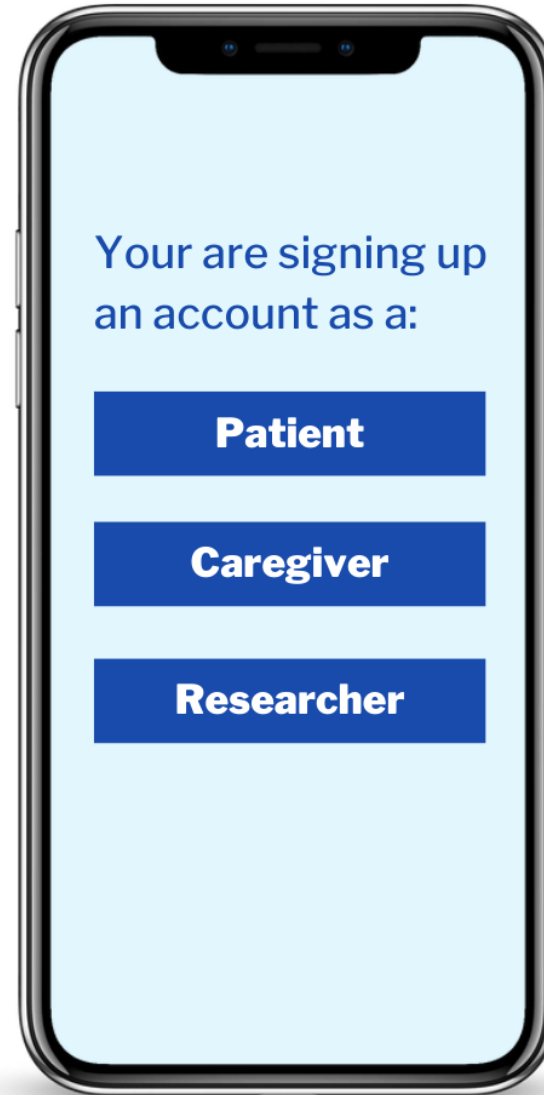


- Integrate more pathways to external users such as researchers, external service providers to diversify and explore more compatible and beneficial products and services that can improve user experience and facilitate network efficiencies.

Patient Journey

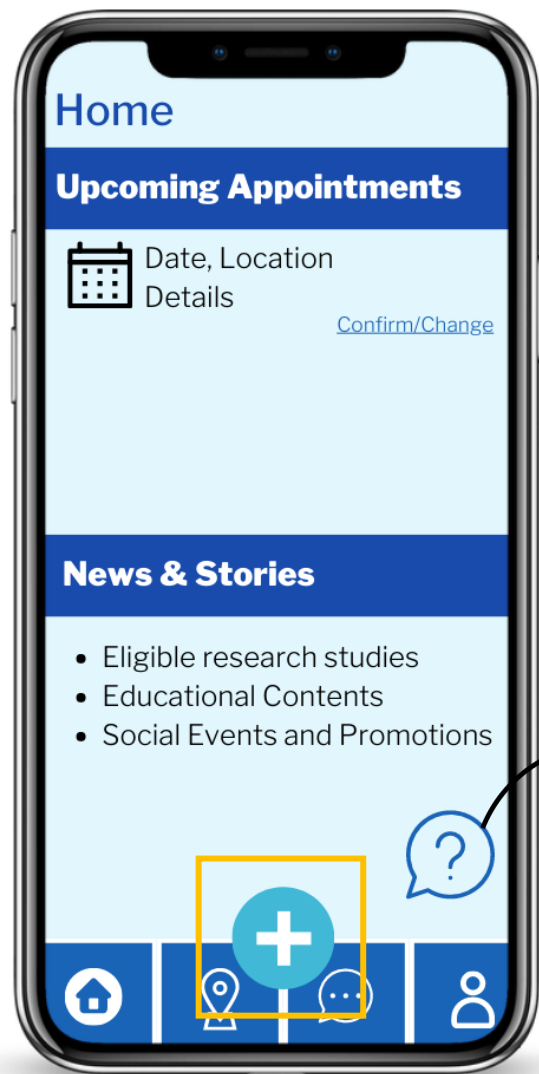


Digital Front Door Mock-up

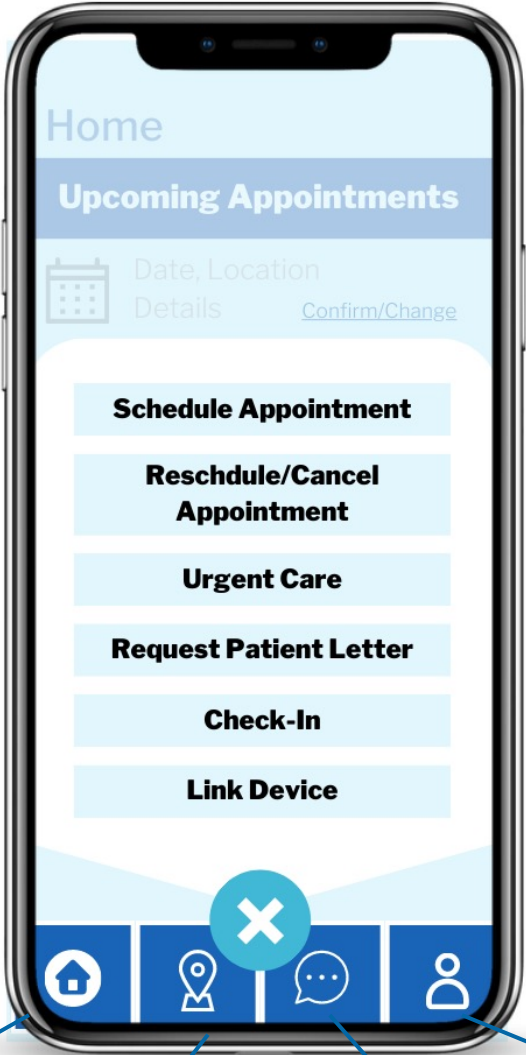


- **User Roles:** adapt UI and features for different users
- **Account Security:** authentication and secured connection to enterprise data and services
- **One-Stop 24/7 Service:** comprehensive self-service for requests and information retrieval

Digital Front Door Mock-up: Patients

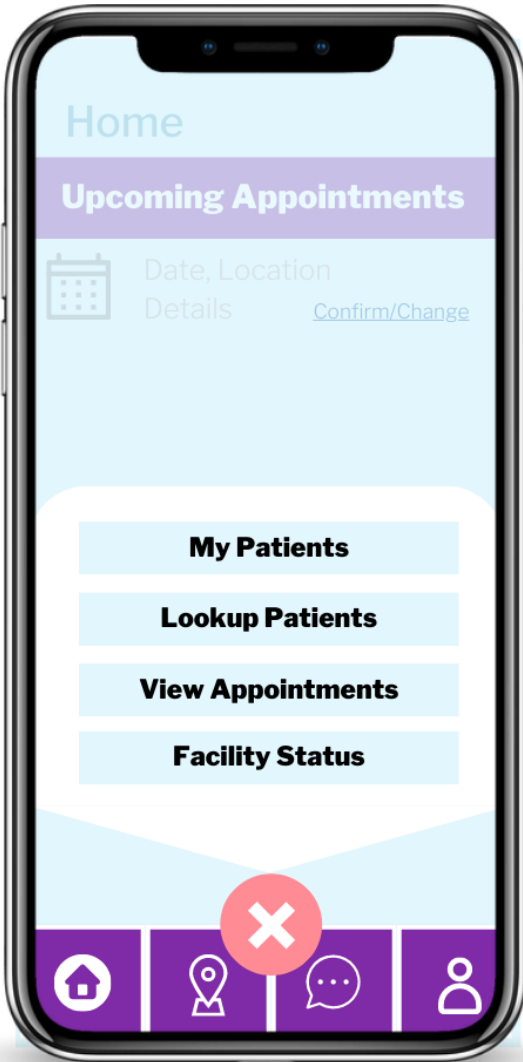


- Help Wizard:
- Help with what-to-do
 - Emergency
 - Voice assistance

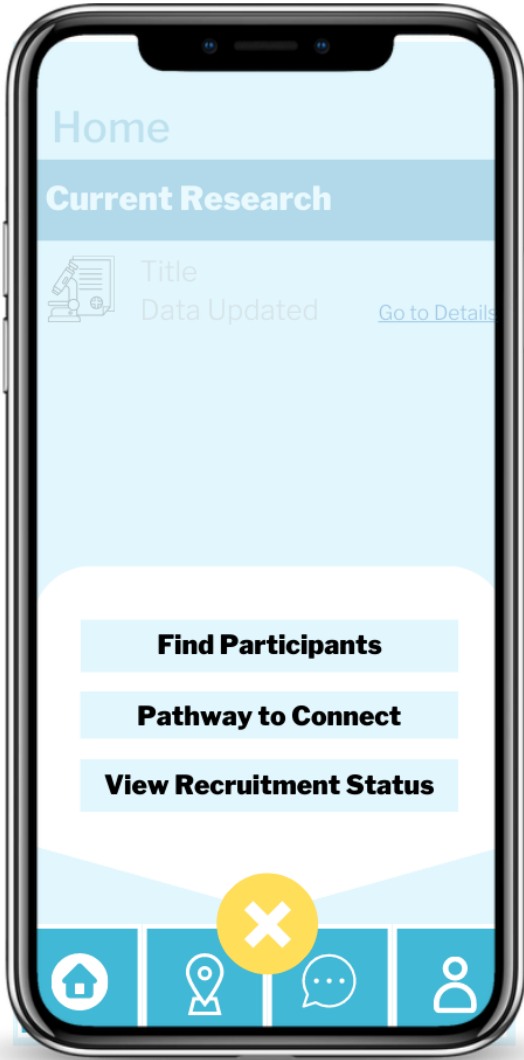


Digital Front Door Mock-up: Caregivers and Researchers

Caregivers



Researchers



Promoting Digital Front Door

Tier 1: Passive Promotion

Utilize only current resources
Minimal cost

1. Website banners and social media campaigns
2. On-hold and auto attendant messages
3. Email communication

Tier 2: Active Promotion

Incurring material costs
Require staff involvement

1. Posters in waiting areas
2. QR codes in appointment rooms
3. Brochures at receptions

Tier 3: Word-of-Mouth

Partnership marketing
Users to share experience

1. Referral program for patients and staffs



Measurement

Prior to Implementation

1. Uptake rate of current system
2. User satisfaction
3. Monthly clinical visits

Phase I

1. Adoption rate and user satisfaction
2. Data utilization and quality
3. System utilization and interaction

Phase II

1. Same as Phase I
2. User satisfaction with specific functions (Wayfinding, PROMs, Beacon)

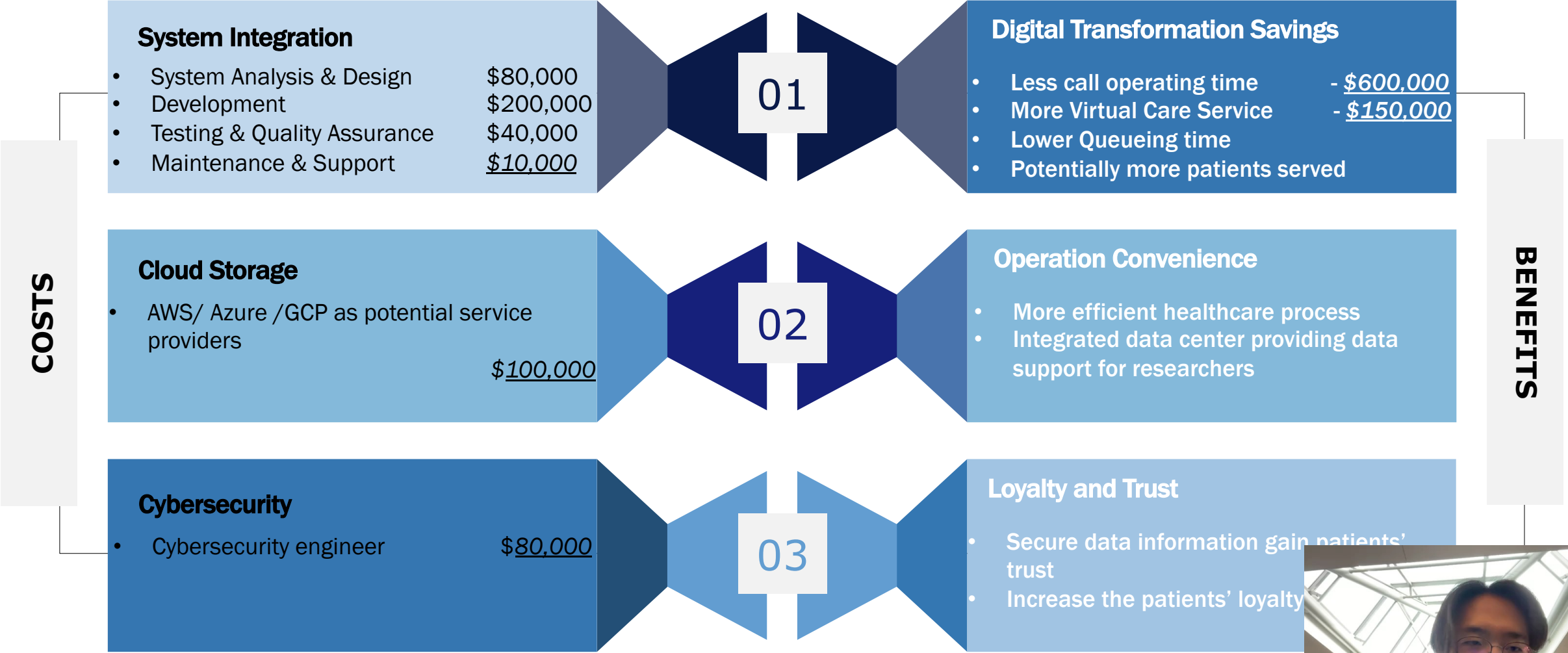
Phase III

1. Same as Phase II
2. Quantity and quality of collaborations

KPIs - Measure of Success



Cost-Benefit Analysis



*Numbers in italic and underline are ongoing costs and benefits. Assumptions and calculations can be found in the appendix



Thank You!

Source: _____



Appendix 1

Assumptions for estimating costs and benefits

- Using market price of mainstream cloud service providers
- Using estimated required service volume for patients in the SickKids network based on the statistics provided
- The uptake rate is 50%
- 10% of patients of clinics change to virtual care
- [Virtual Care Reduces Healthcare Costs by About \\$100 Per Visit](#)
- Average cost of cybersecurity engineers is \$80,000

Appendix 2

Calculations for calculating the cloud storage costs

- If the average size of text data per user is 100 MB and the average size of image data per user is 1 GB, the total data storage required for 300k users would be:
- Text data: 30 TB (300,000 users x 100 MB)
- Image data: 300 TB (300,000 users x 1 GB)
- The estimated monthly cost for cloud storage would be higher than the previous scenario due to the larger amount of data being stored. Assuming the same assumptions as before, the estimated monthly cost for cloud storage would be approximately:
- Amazon Web Services (AWS) S3: \$5,850/month (330 TB x \$0.023/GB/month standard storage, plus \$0.005/1,000 PUT requests, and \$0.004/10,000 GET requests)
Google Cloud Storage: \$6,480/month (330 TB x \$0.020/GB/month standard storage, plus \$0.005/10,000 Class A operations and \$0.004/10,000 Class B operations)
- Microsoft Azure Blob Storage: \$6,120/month (330 TB x \$0.020/GB/month standard storage, plus \$0.01/10,000 storage transactions)

Appendix 3

Calculations for calculating the cloud storage costs

- The number of labor required to design an app that serves 300K people, integrates 5 platforms, and supports both Android and iOS systems can vary widely depending on several factors, such as the complexity of the app's features, the skill level of the developers, the development methodology used, and the project timeline.
- However, here is a rough estimate of the number of labor hours required to complete such a project:
- Design phase: Depending on the complexity of the app, the design phase could take anywhere from 100 to 400 labor hours.
- Development phase: The development phase will likely require a team of developers with skills in both Android and iOS development, as well as experience in integrating with multiple platforms.
Depending on the complexity of the app, the development phase could take anywhere from 2000 to 5000 labor hours.
- Quality assurance and testing phase: To ensure that the app is bug-free and functions correctly on all platforms, a quality assurance and testing phase will be necessary. This phase could take anywhere from 300 to 1000 labor hours.
- Deployment and maintenance phase: After the app is developed, it will need to be deployed to the app stores and maintained with updates and bug fixes. This phase could require anywhere from 200 to 500 labor hours.
- Therefore, the total number of labor hours required for this project could range from 2600 to 6900 hours.
However, it's important to note that this estimate is highly dependent on several factors and should be taken as a rough guideline only.